GAMER

February 1st 2023

MEGAMAN

Franchise Special

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MEGA MAN GAME BOY SERIES

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MEGA MAN

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Mega Man 1987

The original Mega Man (known as Rockman in Japan) was indeed released in 1987.

It made its debut on the Family Computer (Famicom) in Japan on December 17, 1987.

Soon after, it was released in North America for the Nintendo Entertainment System (NES) in December 1987 as well, though a specific date is sometimes hard to pinpoint beyond "December". European releases often followed later.

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Mega Man 1987

This game started the long-running and iconic Mega Man franchise, establishing many of its core gameplay mechanics, such as the ability to choose stages, gain special weapons from defeated Robot Masters, and battle the evil Dr. Wily.

Mega Man is considered one of best platform games of all time with a near-perfect blend of action, challenge and audio-visual excellence.

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Mega Man 2 1989

Mega Man 2 is a 1988 action-platform game developed and published by Capcom for the Nintendo Entertainment System.

It was released in Japan in 1988 and in North America and PAL regions the following years.

Mega Man 2 continues Mega Man's battle against the evil Dr. Wily and his rogue Robot Masters.

It introduced graphical and gameplay changes, many of which became series staples.

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Mega Man 2 1989

Although sales for the original Mega Man were unimpressive, Capcom allowed the team to create a sequel.

They worked concurrently on other Capcom projects, using their free time to develop the game, using unused content from the first game.

Mega Man 2 sold more than 1.51 million copies.

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Mega Man 2 1989

Critics praised its audio, visuals, and gameplay as an improvement over the first game.

Many publications rank Mega Man 2 as the best game in the series and one of the greatest video games of all time.

The game's soundtrack has also been considered one of the greatest video game soundtracks of all time.

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Mega Man 2 1989

It has been included in several game compilations such as Mega Man Legacy Collection, re-released for mobile devices, and become a part of console emulation services.

A sequel, Mega Man 3, was released in 1990.

The player controls Mega Man as he traverses eight stages to defeat the bosses.

Mega Man 2 features a few gameplay changes from the original Mega Man.

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Mega Man 2 1989

A new item, the Energy Tank, allows a player to refill Mega Man's health at any time.

Also introduced is a password system.

A password is displayed after defeating each Robot Master, allowing the player to return to that particular point in the game after restarting the system.

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Mega Man 2 1989

Though the first Mega Man game had relatively low sales, Mega Man 2 was a huge success.

Since its 1988 release, Mega Man 2 has sold over 1.51 million copies worldwide.

Mega Man 2 was critically received

And also game's soundtrack was well received

Mega Man 2 is a favorite among Mega Man fans, with many calling it the best in the series.

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Mega Man 3 1990

Mega Man 3 is a 1990 action-platform game developed and published by Capcom for the Nintendo Entertainment System.

It is the third installment of the original Mega Man series and was originally released in Japan on September 28, 1990.

The game was released in North America later in 1990 and in European regions by Nintendo a year later.

Mega Man 3 follows the same format set forth by its two predecessors.

The player, as Mega Man, must complete a series of stages in any order.

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Mega Man 3 1990

Defeating a stage's boss will earn the player its special weapon, which can be selected and used at will throughout the rest of the game.

Mega Man 3 introduces new gameplay elements such as Mega Man's canine sidekick Rush and the ability to slide along the ground.

Following the success of Mega Man 2 released two years earlier, Mega Man 3 has sold 1.08 million copies and has been positively received in critical reviews.

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Mega Man 3 1990

Its presentation and gameplay have been especially praised, although many sources found the game to be too difficult.

Like other titles in the series, Mega Man 3 has been re-released several times on other gaming platforms, on mobile phones, and as part of various Mega Man franchise compilations.

A sequel, Mega Man 4, was released in 1991.

Mega Man 3 has enjoyed a positive reception.

Mega Man 3 has seen releases on many consoles and other devices since its 1990 debut on the NES.

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Mega Man 4 1991-1992

Mega Man 4 is a 1991 action-platform game developed and published by Capcom for the Nintendo Entertainment System.

It is the fourth installment of the original Mega Man series and was originally released in Japan on December 6, 1991.

The game was released in North America the following January, and in Europe in August 1993 by Nintendo.

Similarly to its predecessors Mega Man 4 was remade for PlayStation in Japan.

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Mega Man 4 1991-1992

In later years it appeared on mobile phones and as part of game compilations, including Mega Man Anniversary Collection.

The emulated versions were also released through PlayStation Network and Virtual Console.

Mega Man 4 takes place in an unspecified year during the 21st century, described as the year "20XX".

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Mega Man 4 1991-1992

One year after the events of Mega Man 3, a mysterious Russian scientist named Dr. Cossack unleashes an army of robots with the intention of world domination.

Mega Man fires a Mega Buster blast at Toad Man. Holding down the firing button charges the arm cannon to release a powerful shot.

Mega Man 4 features similar gameplay to the previous three games.

The player must complete a series of eight stages in an order of the player's choosing.

Mega Man 4 has received positive critical reviews upon its release.

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Mega Man 5 1992

Mega Man 5 is a 1992 action-platform game developed and published by Capcom for the Nintendo Entertainment System.

It is the fifth installment of the original Mega Man series and was released in Japan on December 4, 1992.

It takes place two months after the events of Mega Man 4.

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Mega Man 5 1992

Mega Man's brother and ally Proto Man apparently leads a group of menacing robots in attacks on the world and kidnaps his creator Dr. Light, forcing Mega Man to fight against his brother.

Mega Man 5 carries over the same graphical style and action-platforming gameplay as the four preceding chapters in the series.

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Mega Man 5 1992

The game introduces a new character, Beat, a robotic bird that the player can use as a weapon once a series of eight collectible letters are found.

Mega Man 5 was met with a positive critical reception.

Mega Man 5 1992

In 1999, Mega Man 5 was re-released for the PlayStation as part of the Japan-exclusive Rockman Complete Works series.

A port of this version with fewer extras was released in North America for the PlayStation 2 and Game-Cube in 2004 and Xbox in 2005 as part of Mega Man Anniversary Collection.

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Mega Man 6 1993-1994

Mega Man 6 is a 1993 action-platform game developed and published by Capcom for the Nintendo Entertainment System.

It is the sixth installment in the original Mega Man series.

The story of Mega Man 6 opens during a competitive robot fighting tournament with entrants from all around the globe.

A villainous figure known as "Mr. X" announces he has reprogrammed the eight powerful finalists with the intent to use them for taking over the world.

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Mega Man 6 1993-1994

The game's robotic protagonist Mega Man, who was sent to oversee the tournament, springs into action to foil X's plot.

Mega Man 6 plays nearly identically to its five predecessors with a few added features such as stages with alternate pathways.

Mega Man 6 is the first game in the series to receive character design input from fans outside Japan.

The game received positive reviews.

Mega Man 6 was re-released for the PlayStation in 1999 as part of the Rockman Complete Works series.

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Mega Man 7 1995

Mega Man 7 is a 1995 action-platform game developed and published by Capcom for the Super Nintendo Entertainment System.

It is the seventh game in the original Mega Man series.

The game was released in Japan on March 24, 1995 and was localized later in the year in North America and Europe.

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Mega Man 7 1995

Picking up 6 months after the events of Mega Man 6, the plot involves the protagonist Mega Man once again attempting to stop the evil Dr. Wily, who uses a new set of Robot Masters to free himself from captivity and begin wreaking havoc on the world.

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Mega Man 7 1995

Along with some help from his old friends, Mega Man finds potential allies in the mysterious robot pair Bass and Treble, who are later revealed to be in league with Wily.

In terms of gameplay, Mega Man 7 follows the same classic action and platforming play style introduced in the 8-bit NES titles, but updates the graphics and sound of the series for the more powerful SNES.

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Mega Man 7 1995

Mega Man 7 uses many of the same conventions introduced in previous installments, such as sliding along the ground, being able to charge the Mega Buster for more powerful shots, and calling on the hero's dog Rush to perform various tasks.

Mega Man 7 has received a moderately positive reception.

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Mega Man 7 1995

A large amount of criticism arose from the game's alleged failure to bring anything new to an already aging series, with some considering it inferior to Mega Man X, which Capcom had released on the SNES more than a year prior.

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Mega Man 8 1996-1997

Mega Man is a 1996 action-platform game developed and published by Capcom.

Mega Man 8 saw a release on the Sega Saturn and the PlayStation alone in PAL regions.

Mega Man 8 is the first game in the series made available on 32-bit consoles.

The plot follows series protagonist Mega Man as he is called to investigate an energy reading coming from a recent meteor crash on an island.

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Mega Man 8 1996-1997

Mega Man discovers that his nemesis Dr. Wily has run off with the energy source, and sets off to stop Wily's evil plans to use the energy, and to discover the purpose of a mysterious alien robot found at the crash site.

Mega Man 8 has improved graphics and sound over previous iterations in the series, as well as new full-motion video and voice acting.

Aside from a few minor conventions, the game has the same 2D side-scrolling and platform game formula established by its predecessors on the Nintendo Entertainment System and Super NES platforms.

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Mega Man 8 1996-1997

It received a moderately positive reception. Many reviewers appreciated the game's aesthetics and gameplay qualities when compared to its earlier counterparts, but several other critics were displeased by its lack of innovation and felt that it did not utilize the full potential of the 32-bit platforms.

In 2002, the PlayStation version of Mega Man 8 was re-released as part of Sony's Greatest Hits label of bestsellers, confirming that it had sold at least 350,000 units.

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Mega Man 8 1996-1997

The PlayStation version was later ported again and released as part of Mega Man Legacy Collection 2 on PlayStation 4, Windows, and Xbox One in August 2017, with a later digital version released on the Nintendo Switch in May 2018.

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Mega Man 9 2008

Mega Man 9 is a 2008 action-platform game developed by Capcom and Inti Creates.

It is the ninth numbered game in the original Mega Man series.

Mega Man 9 was the first game in the series not to have a physical release, and was initially released only on the downloadable gaming services.

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Mega Man 9 2008

In June 2017, it was announced that Mega Man 9 and 10 would have a physical and digital release with their inclusion in Mega Man Legacy Collection 2 for PlayStation 4, Windows, and Xbox One, as well as the Nintendo Switch in May 2018.

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Mega Man 9 2008

Taking place during the early 21st century, Mega Man 9 continues the adventures of the android hero Mega Man.

Although the game was developed for modern consoles, Mega Man 9 features familiar 8-bit visuals and audio similar to the Nintendo Entertainment System (NES) as a "retro" throwback to the earliest entries in the franchise.

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Mega Man 9 2008

Like previous entries in the series, the fictional events of Mega Man 9 take place during the 21st century ("20XX").

Mega Man 9 has received mostly positive reviews from gaming magazines and websites.

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Mega Man 10 2010

Mega Man 10 is the tenth main entry in the original Mega Man series, a retro-style action platformer released in 2010 that features multiple playable characters, downloadable content, and a story centered around a robotic virus outbreak called "Roboenza."

Set in the year 20XX, the world is suffering from a robotic virus called Roboenza that infects and disables robots, with even Mega Man's sister Roll falling ill.

MEGAMAN 10

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Mega Man 10 2010

Mega Man 10 continues the classic Mega Man tradition by blending nostalgic 8-bit aesthetics with modern downloadable content and gameplay refinements.

It expands the series lore with a Roboenza virus storyline and offers players multiple characters and challenge modes to deepen replay value, making it a beloved title among fans of the franchise.

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Mega Man 11 2018

Mega Man 11 was released in 2018, is a action-platform game developed and published by Capcom.

Mega Man 11 retains the core gameplay of the classic series, focusing on jumping, shooting, and defeating Robot Masters to gain their unique weapons.

The game features 3D polygonal characters and 2D environments, providing a modern visual style while preserving the traditional side-scrolling perspective.

Mega Man 11 received "generally favorable" reviews.

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Mega Man 11 2018

Mega man 11, modernization of the classic formula, the engaging Double Gear System, and its accessibility for new players while still offering a challenge for long-time fans.

Some minor criticisms included occasional frustrations with lengthy stages and some unmemorable music.

As of February 2025, Mega Man 11 has sold 2 million units worldwide, making it the best selling game in the entire Mega Man franchise.

This is a significant achievement, surpassing previous top sellers like Mega Man Legacy Collection and Mega Man 2.

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Mega Man 1991

Mega Man: Dr. Wily's Revenge

Revenge or in Japan as Rockman World is an action-platform video game developed by Minakuchi Engineering and published by Capcom for the Game Boy.

It is the first game in the handheld series of the Mega Man franchise.

It was released in Japan on July 26, 1991, and was localized in North America that December and in Europe the following year.

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Mega Man 1991

Mega Man: Dr. Wily's Revenge

The game continues the adventures of the android hero Mega Man as he once again confronts the evil Dr. Wily, who has dispatched his revived "Robot Masters" and a new "Mega Man Killer" named Enker.

Dr. Wily's Revenge is an action and platform game in the same vein as the Nintendo Entertainment System (NES) Mega Man games.

The player is tasked with completing a series of four stages in any order desired.

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Mega Man 1991

Mega Man: Dr. Wily's Revenge

Beating a stage's boss will earn the player a special weapon that can be selected at will and used throughout the rest of the game.

Dr. Wily's Revenge specifically takes components of the original Mega Man and Mega Man 2, including their enemies, stage aesthetics, and Robot Masters.

Revenge was a best-seller and spawned four sequels of its own on the Game Boy, many of which follow its trend of reusing elements from their home console counterparts.

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Mega Man 1991

Mega Man: Dr. Wily's Revenge

The decision to release a Game Boy incarnation of the Mega Man series came after the release of Mega Man 3 on the NES.

The use of old stages and bosses has not been universally positive by the game's lack of originality but preferred its use of recycled content to poorly made new content.

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Mega Man II 1991

Mega Man II is an action-platform video game developed by Thinking Rabbit and published by Capcom for the Game Boy.

It is the second game in the handheld series of the Mega Man franchise after Mega Man: Dr. Wily's Revenge.

The game follows Mega Man as he pursues his arch-enemy Dr. Wily, whose most recent ploy for world domination involves the theft of an experimental time machine.

Mega Man confronts both Wily and a number of enemies from his past, including a new and mysterious robot named Quint.

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Mega Man II 1991

Just like other Game Boy games in the series, Mega Man II marries the features of two consecutive Nintendo Entertainment System (NES) titles, in this case, Mega Man 2 and Mega Man 3.

Mega Man II received mixed reviews from critics, in part due to Thinking Rabbit's inexperience in developing similar games, and is considered to be inferior to its predecessor.

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Mega Man III 1992

video game developed by Minakuchi Engineering and published by Capcom for the Game Boy.

It is the third game in the handheld series of the Mega Man franchise and the last to be published by Nintendo in Europe.

The game follows the title character Mega Man as he fights the evil Dr. Wily, whose latest attempt to conquer the world involves sucking energy from the Earth's core to power a new machine.

Along with foes from his past, Mega Man must contend with the next robot in Wily's line of Mega Man Killers.

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Mega Man III 1992

Like its two consecutive predecessors on the Game Boy, the game combines elements from two previously released Nintendo Entertainment System (NES) titles: Mega Man 3 and Mega Man 4.

The game received positive reviews.

The game combines elements from the NES games Mega Man 3 and Mega Man 4.

The player is able to choose between 4 stages that are immediately available.

The player can also gain access to Mega Man's dog Rush.

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Mega Man IV 1993

Mega Man IV is an action-platform video game developed by Minakuchi Engineering and published by Capcom for the Game Boy.

It is the fourth game in the handheld series of the Mega Man franchise.

The game continues the quest of the protagonist Mega Man in the struggle with his long-time nemesis Dr. Wily, who sends out a disruptive radio signal to cause a rampage, citywide destruction from dormant robots.

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Mega Man IV 1993

Mega Man IV features the traditional action platforming gameplay of the prior games while introducing one new feature, the ability to purchase items with power-ups found throughout each stage.

As with previous Game Boy releases, the game incorporates gameplay elements and bosses from two sequential Nintendo Entertainment System (NES) games: Mega Man 4 and Mega Man

The game received positive reviews from critics, with significant praise for its improvements from its predecessors.

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Mega Man V 1994

Mega Man V is an action-platform video game developed by Minakuchi Engineering and published by Capcom for the Game Boy.

It is the fifth game in the handheld series of the Mega Man franchise.

The game follows the adventures of the protagonist Mega Man as he must defend the Earth from a group of powerful robots from outer space called the Stardroids.

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Mega Man V 1994

Mega Man V is unique among the Game Boy Mega Man games as it features original bosses rather than recycling those from the Nintendo Entertainment System (NES) Mega Man games.

Mega Man V is an action platformer in which the player selects stages in a non-linear fashion and acquires the weapon of each boss defeated to use as their own.

Although it plays nearly identical to other games in the series, Mega Man V features a new default weapon (the powerful "Mega Arm") and introduces Tango, a new assistant character.

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Mega Man V 1994

Mega Man V received a positive critical reception, with critics considering it to be one of the best games in the series.

The game opens in an unspecified year in the 21st century ("20XX AD"), several months after the events of Mega Man IV and another failure by the infamous Dr. Wily to conquer the world.

The gameplay in Mega Man V is largely similar to other games in the Mega Man series.

As the protagonist Mega Man, the player is presented with a set of action and platform-style levels to complete.

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Mega Man V 1994

Mega Man V breaks an established trend in the Mega Man games released on the Game Boy handheld.

Overall reception for Mega Man V was positive.

While many aspects of the game were commended, critics found very little change from previous installments in the series.

Mega Man V was released on also released on the Nintendo Classics service for the Nintendo Switch with its predecessors on June 7, 2024.

Mega Man V 1994

Other media

The characters and plot line for Mega Man V were incorporated into the Mega Man Gigamix comic books by Hitoshi Ariga, with the battle against the Stardroids acting as a finale.

They were also present in the Mega Man series from Archie Comics, with a full adaptation of Mega Man V being foreshadowed in various stories but not coming to pass before the series went on indefinite hiatus.

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The Mega Man video game series, with its numerous sub-series, has a complex and often open-ended "conclusion," if one can even call it that.

Rather than a singular definitive ending, the franchise explores various timelines and thematic arcs, leaving much to interpretation and, at times, anticipation for future installments.

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Across its many iterations, Mega Man consistently explores themes of:

The core conflict often revolves around the coexistence of humans and intelligent robots and the moral implications of their creation and potential for free will, destruction, or evolution.

Good vs. Evil and the Cycle of Conflict with Dr. Wily's persistent villainy in the classic series.

The classic series generally doesn't have a definitive "end." Dr. Wily, despite his repeated defeats, almost always manages to escape or is presumed to be still at large.

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The Mega Man series' enduring appeal stems from its Innovative Gameplay.

The core "defeat a boss, get their weapon, use it against another boss" formula is iconic and endlessly re-playable.

Each game offers unique level design, boss mechanics, and weapon interactions.

The soundtracks across all *Mega Man* series are highly praised and instantly recognizable, contributing significantly to the games' atmosphere.

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The lack of a single, definitive conclusion for the entire *Mega Man* saga is both a strength and a weakness.

It allows for creative freedom and the exploration of diverse settings and themes.

However, it also leaves some story-lines, particularly *Legends*, agonizingly unresolved for fans.

While the Mega Man series has seen periods of dormancy, Capcom consistently acknowledges its importance as a "highly-valued IP.

Mega man series has had a lasting legacy and impact on gaming.